

ANOTHER BOYHERS

1988 TDC SOFTWARE



LOADING INSTRUCTIONS

ATARI ST

Put disk that says Knicker Bocker on it into the Drive 'A'. Turn on computer, click left button twice on the game .PRG.

C-64/128

Turn on computer; turn on monitor and disk drive. Type: LOAD"8",8,1. When READY prompt type RUN.

ATARI (800/XL/XE VERSIONS)

BASIC is required. Insert BASIC cartridge in 400/800's; in XE/XL's simply insert Knicker Bockers disk and turn computer on. Game will load automatically. Follow instructions that appers on screen.

APPLE

Place the game disk in drive #1. Switch machine off, then on again. Follow instructions that appears on screen.

AMIGA

Amiga 500: insert disk into DF:0 and turn on computer. For 1000 series, use KICKSTART 1.2 first.

***** KNICKER - BOCKERS *****

by
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Instruction Manual
Version 1.0

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ATARI ST COVER GRAPHICS BY
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INTRODUCTION:

Poor ol' Knick, all he wants to do is play. He has even found the perfect place for it: an old abandoned door factory. He just loves to go around flipping and kicking the doors all about the room until he makes them into nice, colored little boxes. Nothing could be more fun or simple. But no, he could not be left alone to his play, he is constantly menaced by the local toughs: 'Wild Bill' and his nasty band of Grugs. They would like nothing better than to get a hold of Knick and put a stop to his door-flipping fun -- forever.

Now Knick must run from room to room, making boxes while he can, and at all times avoiding 'Wild Bill' and the Grugs, just so he can have the fun he so desperately desires. Can he do it? Well, that's up to you, isn't it?

OBJECT OF THE GAME:

The object of 'Knicker-Bockers' is to guide Knick from room to room in the door factory, around the screen, kicking and flipping doors as you go in an attempt to make a set number of 'boxes' in a certain amount of time. These boxes consist of four doors, with one door on each side. This must be done while at all times avoiding 'Wild Bill' and the Grugs. Who, if they could catch you, would certainly end your door-flipping career.

CONSOLE KEYS:

When the program first loads, you are presented with a menu of options. Use the following console keys to choose between the different settings:

- F10 - End the game and return to the GEM desktop.
- F3 - Select between the game's eight levels of play.
- F2 - Choose between joystick or keyboard control, or you may opt to view a demo of how the game is played. (If you do choose keyboard control, then use the SHIFT and arrow keys to control game play.)
- F1 - Begin the game at the level selected using the controls desired.

While actually playing the game, the following keys may be used:

- F10 - Quit the game.
- F1 - Restart the game again at the level selected using the controls desired.
- SPACE BAR - Use the space bar to pause the game. Press it again to resume play.

HOW TO PLAY:

Flipping Doors: To flip a door, just move Knick into contact with it. This must be done WITHOUT pushing the button or SHIFT key. The door will then always flip in a clock-wise direction, except when that position is blocked by another door, wall, or Grug. In which case it will flip in a counter clock-wise direction, unless again that position too is blocked. If so, then no change will take place. By using this knowledge, you may flip a door to practically any position on the screen. This is a necessity in later sets.

Kicking Doors: To kick a door, you must first press the joystick button or SHIFT key, depending on which mode you selected, and then come into contact with a door. At that time, the door will become 'unhinged' and will fly across the room until meeting another door or some other obstruction.

Making Boxes: Making boxes is important because it is the only way you may advance from one set to another. Boxes are made by forming four doors into a box with one door on each side. You may, from time to time, accidentally make a box using doors and immovable walls. This will not, however, give you as many points as a four-doored box nor will it count as a 'true' box.

Getting the Grugs: If you are quick enough, you may be able to capture a Grug by trapping him within a box. This will give you extra bonus points in 100, 300, 600, and 1000 point increments, but it will also make the other Grugs redouble their efforts (and speed) to capture you. So, although you will eliminate one Grug, your chances of being caught will go up. Strategy will decide which course you take.

Bonus Objects: From time to time bonus objects will appear for a brief moment on the screen. The particular object that appears will depend upon which set you are on. When they do appear, you may get them either by simply touching them or by forming a box around them. The latter will always yield ten times as many points as the former, but deciding between these two will take some strategy, because if you do succeed in making a box around an object you will indeed get more points, but you will also, quite possibly, lose several doors and some precious seconds, hurting your chances of making the required number of boxes in the remaining time.

Tunnels: In some sets, there are tunnels. These have the effect of transporting you to the opposite side of the playing field. This can be very helpful in tight situations. But beware, the Grugs can use them too! If you feel that a certain room is too cluttered, then you may also use the tunnels to get rid of excess doors by simply flipping or kicking a door out the tunnel. Strategic use of these can be extremely advantageous.

Magnets: One major attractive helpful hazard is the magnet. You, 'Wild Bill' and the Grugs all seem to have an unusually high metal content in your bodies. So, upon contact with these magnets, you or the Grugs are stuck there for a brief time until you can break free. This is helpful, in that you can lead a stupid Grug into one of these, trapping him, and thus allowing you time to throw a box around him. This can be very hazardous if the reverse happens!

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ENJOY THE GAME!!!  
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